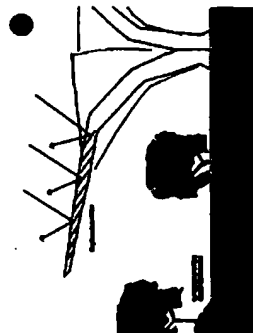
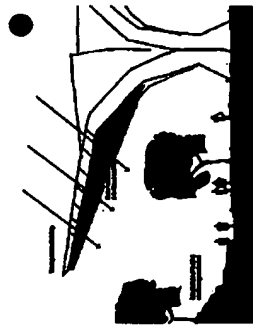


FIG. 1 The Physical look of the Park with the Physical structure and the way it is structured as half underground with the "cooling leaves" on top of it.

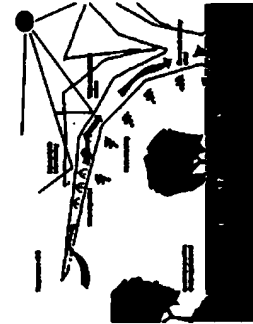
paradiseUniverse



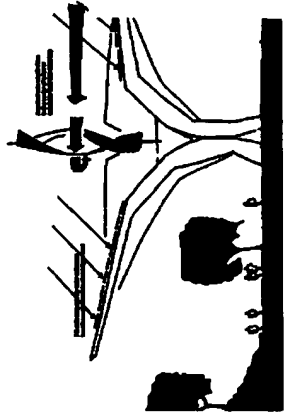
The adaptable Leave



Evaporative cooling Leave



Energy collector Leave



Solar chimney Leave

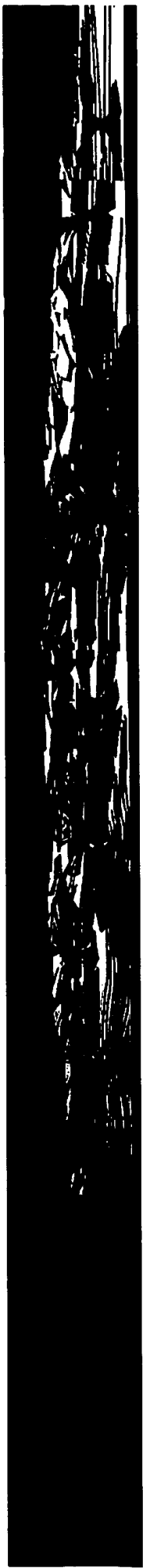
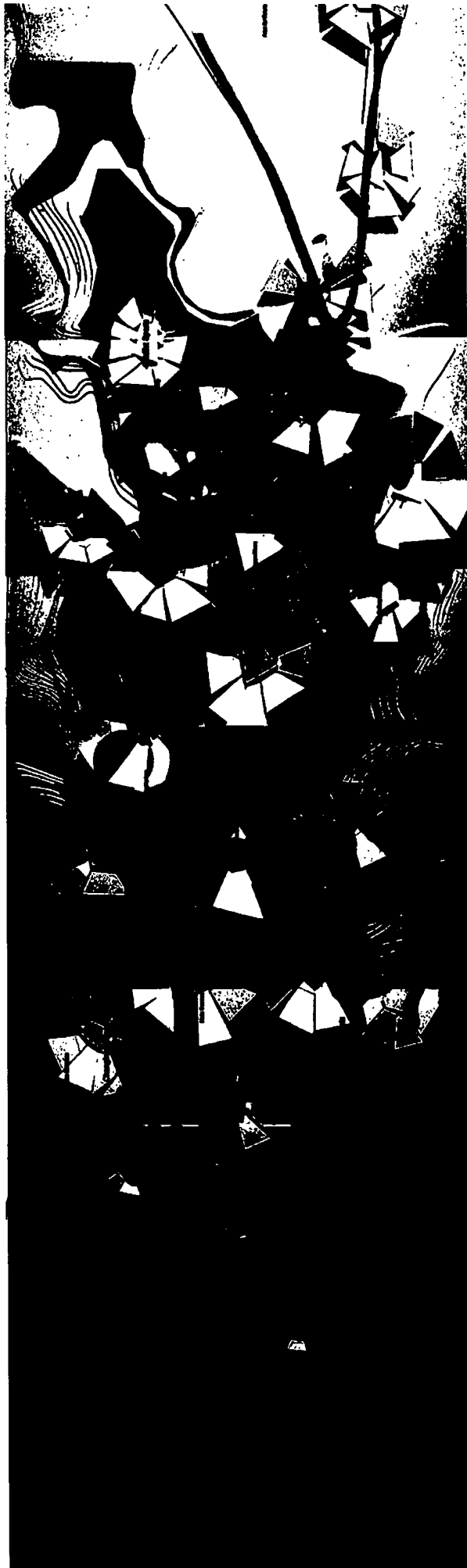


FIG. 2. Gallery Design Framework

Monday, April 26, 2004

A 3D Display museum surrounded by game areas for different age groups.

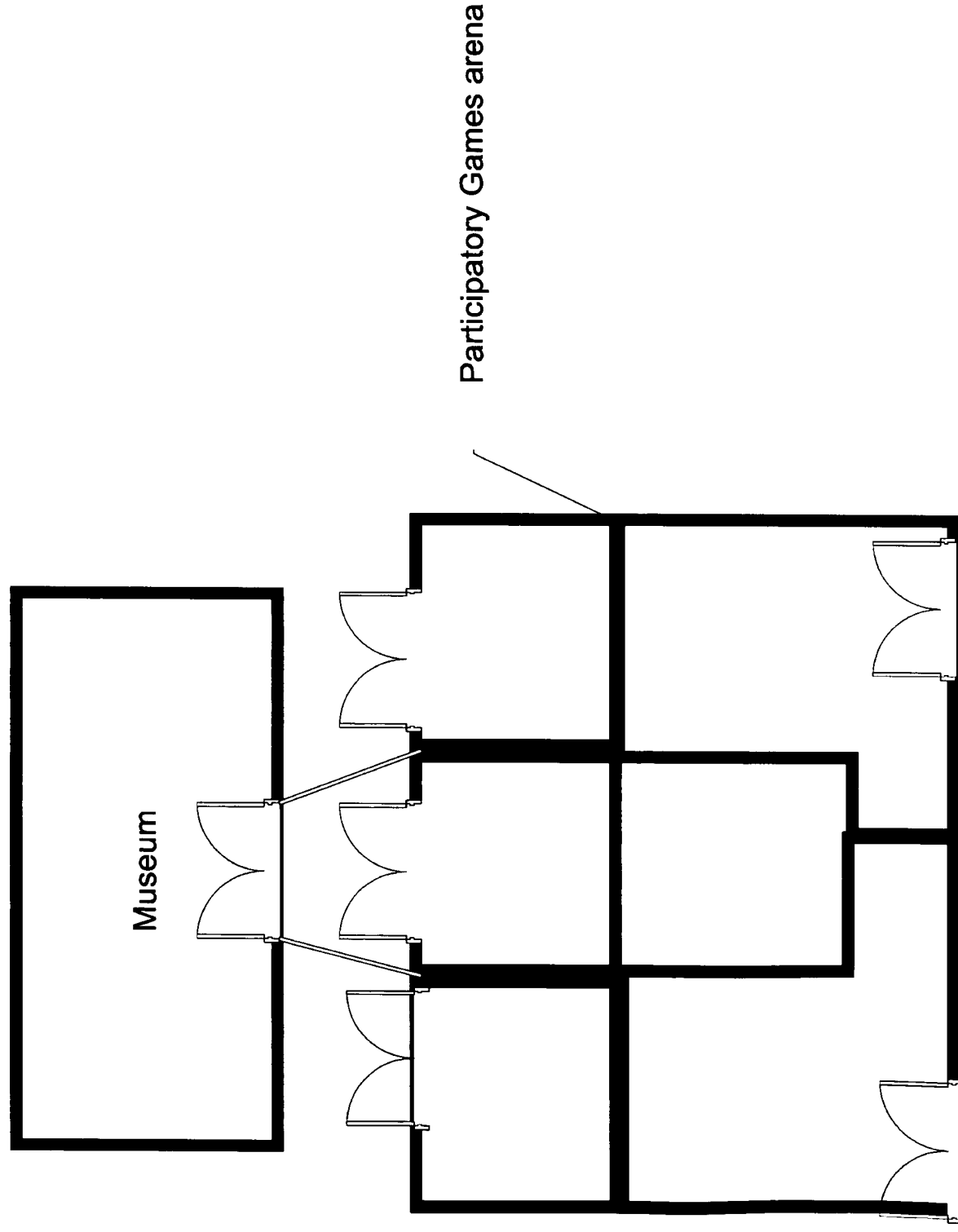
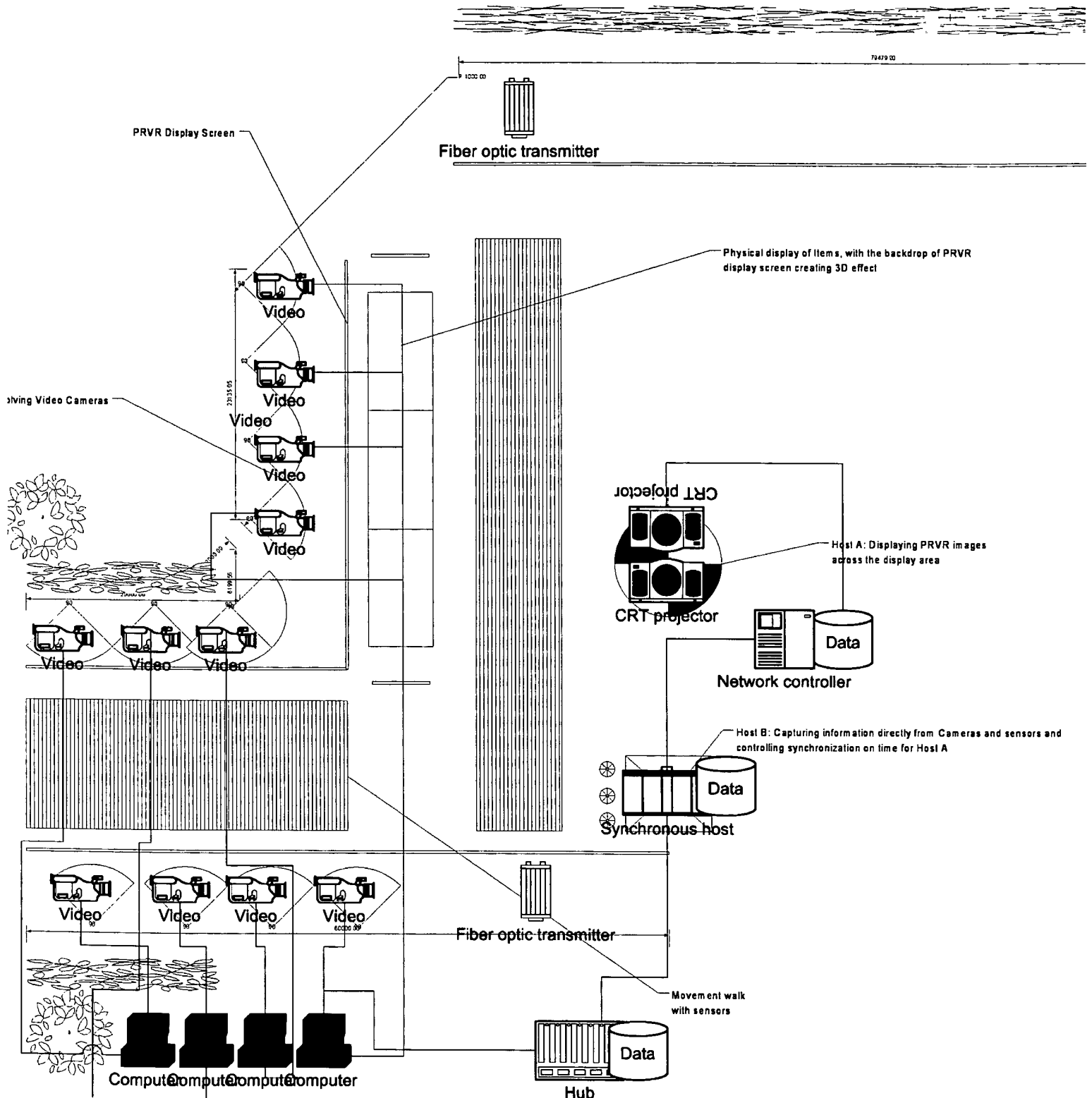


FIG. 4

Block Diagram How The Physical Structure And How Images Are Recorded
By A Plurality of Cameras



The data flow (workflow) diagram illustrating the signal processing (how information is captured, transferred, transformed to the computer and processed).

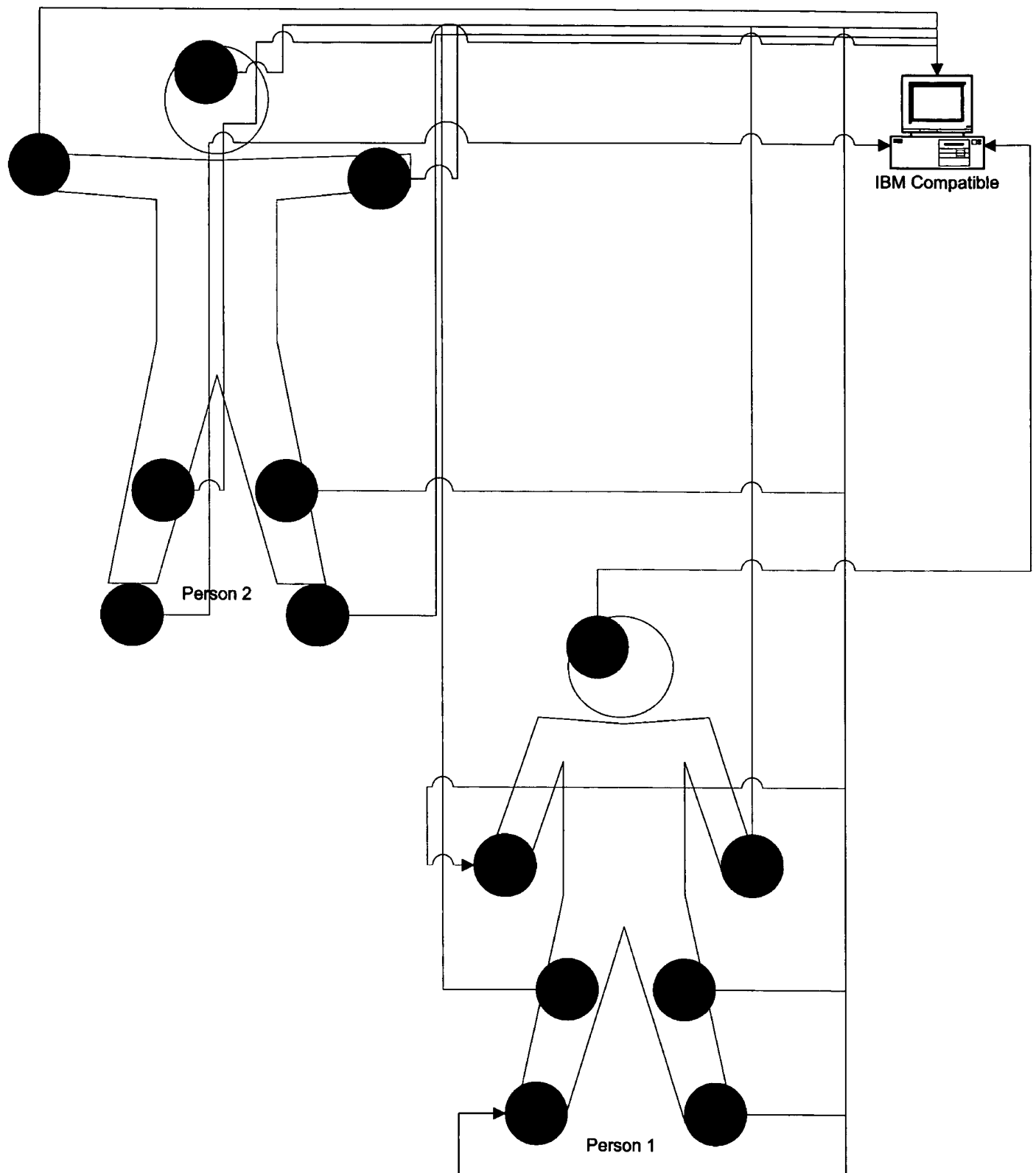


FIG. 5. The physical body embodiment. The sensors that are placed in various parts of the ~~virtual~~ physical object to capture information of movement in the computer in order to process pre-process for 3D environment and interactive response.

FIG. 6 : A pictorial illustration of a user environment reflected in a graphical environment (A house in a game area) according to the method (3D virtual and interactive) and system of the present invention. A 3D House where a physical object (human being) can walk around and play or move from one room to another, and interact with various objects (virtual).

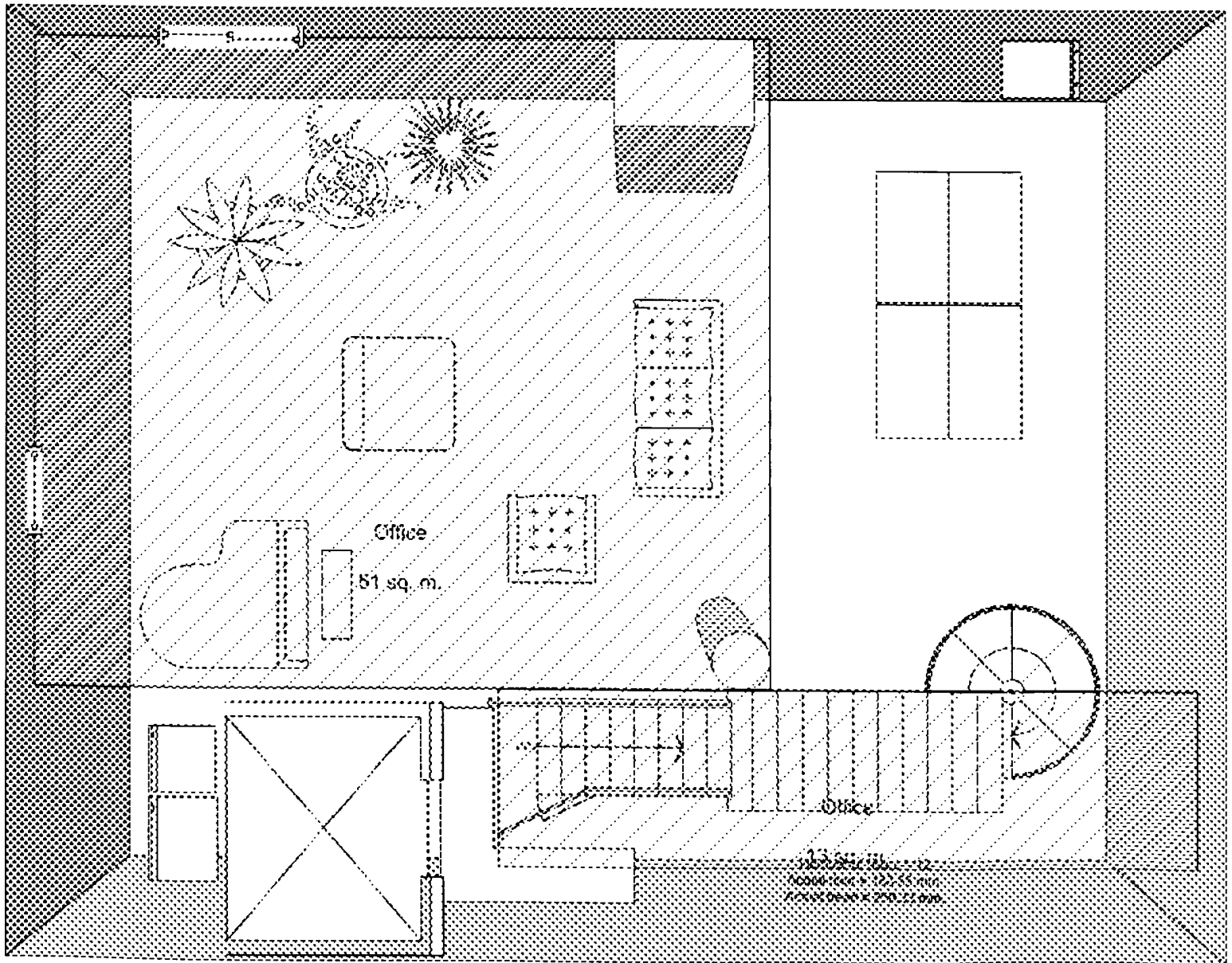
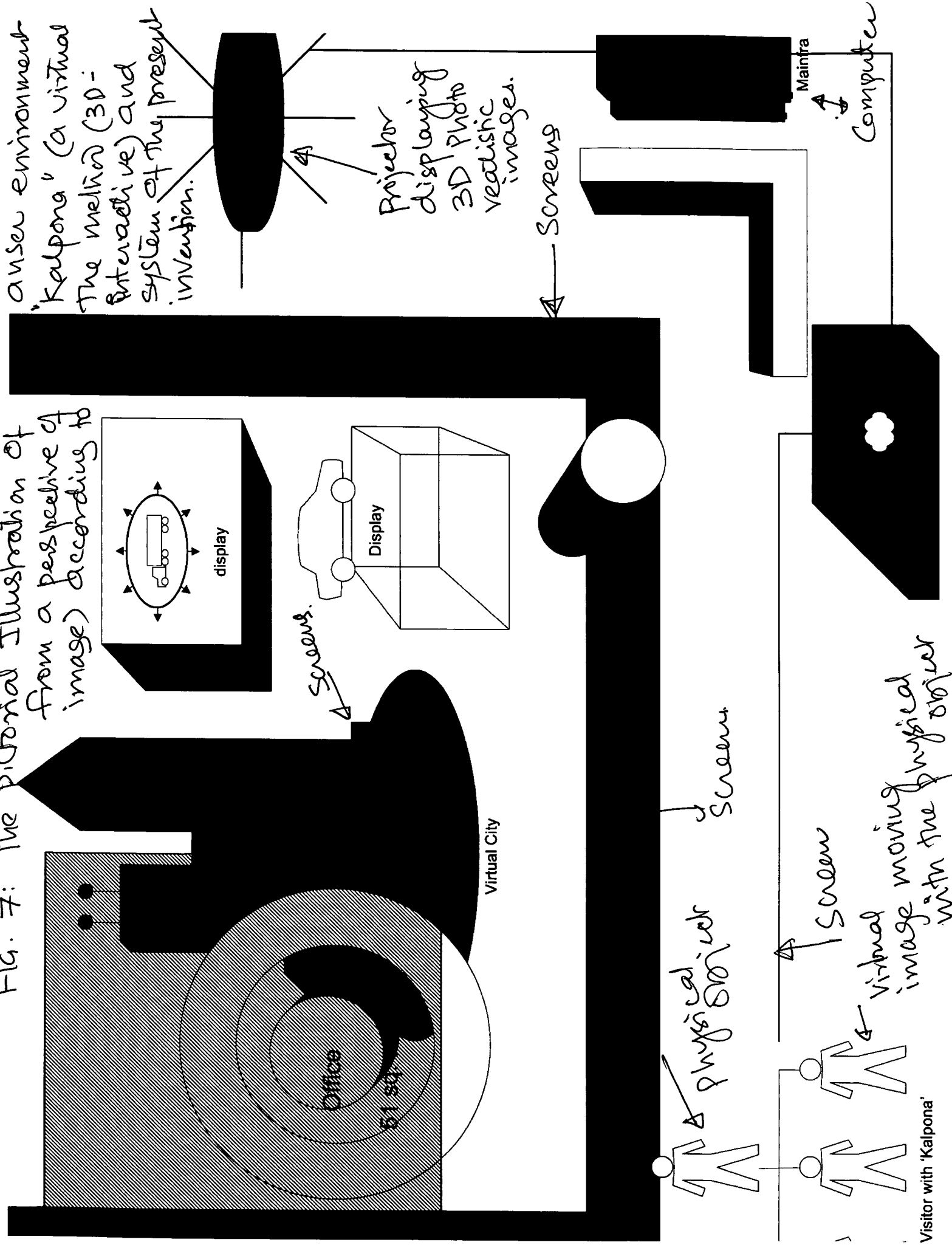


Fig. 7: The Pictorial Illustration of from a perspective of image) according to



ansen environment
"Kalpona" (a virtual
The mello (3D-
Interactive) and
system of the present
invention.

Projector
displaying
3D Photo
realistic
images.

Screens

Mainframe

Computer

Screens

Display

Virtual City

Screens

Screen

Visitor with 'Kalpona'

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